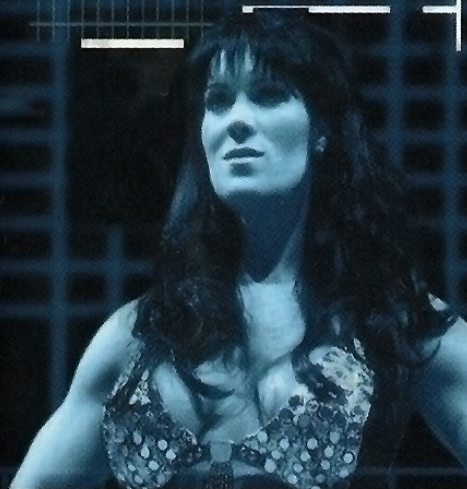




SMACK!

D O W N

TM



PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

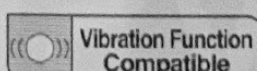
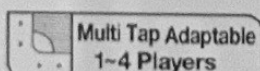
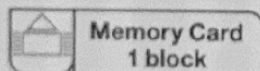
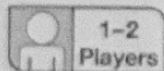
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

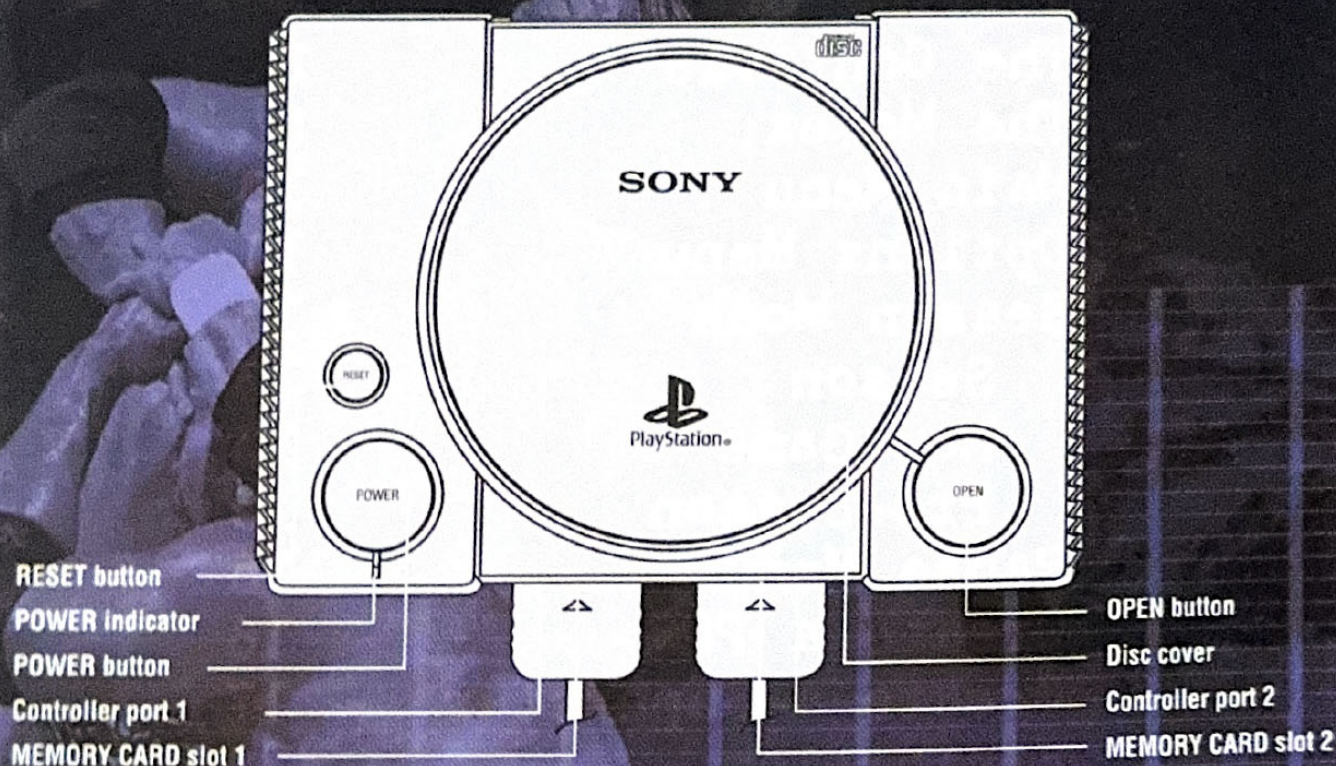
© 2000 World Wrestling Federation Entertainment, Inc. All Rights Reserved. World Wrestling Federation, its logo and all other distinctive titles and names used herein are trademarks of World Wrestling Federation Entertainment, Inc.
© 2000 THQ/Jakks Pacific LLC. THQ and the THQ logo are trademarks of THQ Inc. THQ TM 1998 THQ INC. All trademarks are property of their respective owners. All rights reserved. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by THQ. Developed by THQ.



CONTENTS

Getting Started	2
The Controls	3
The Moves	5
Main Menu	10
Options Menu	11
Season Mode	13
Season	13
New Game	13
Pre-Season	15
Pause Menu	15
Create a PPV	16
Create-a-Superstar	17
Exhibition	20
Playing a Game	20
Pre-Game Menu	21
Select Belt	22
Game Modes	23
Saving and Loading	26
Limited Warranty	32

GETTING STARTED



Set up your PlayStation game console according to the instructions in its Instruction Manual.

Make sure the power is OFF before inserting or removing a compact disc.

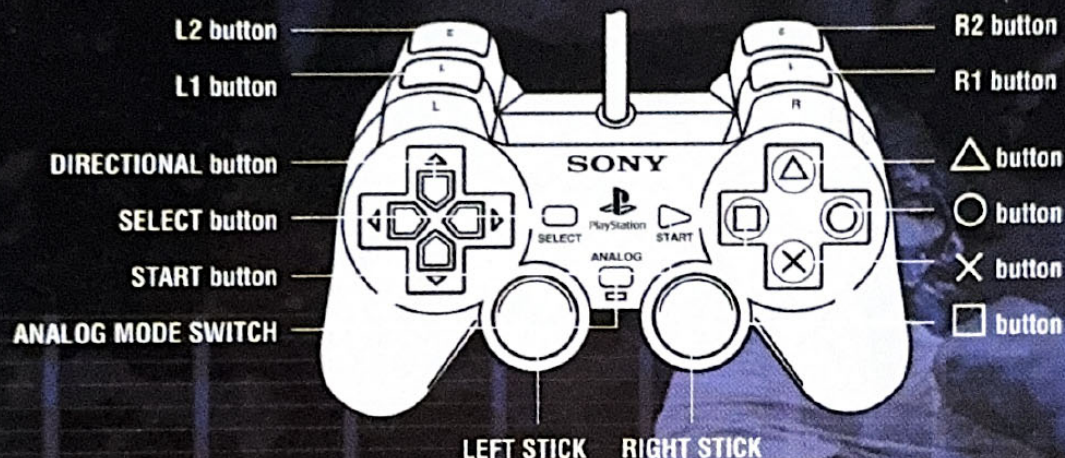
Insert the **WF SmackDown!™** disc and close the Disc Cover.

Insert game controllers and turn on the PlayStation game console. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. To bypass the opening video, press START.

After the video finishes, the Title screen appears.

Press START to advance to the Main Menu.

THE CONTROLS



DEFAULT CONFIGURATION



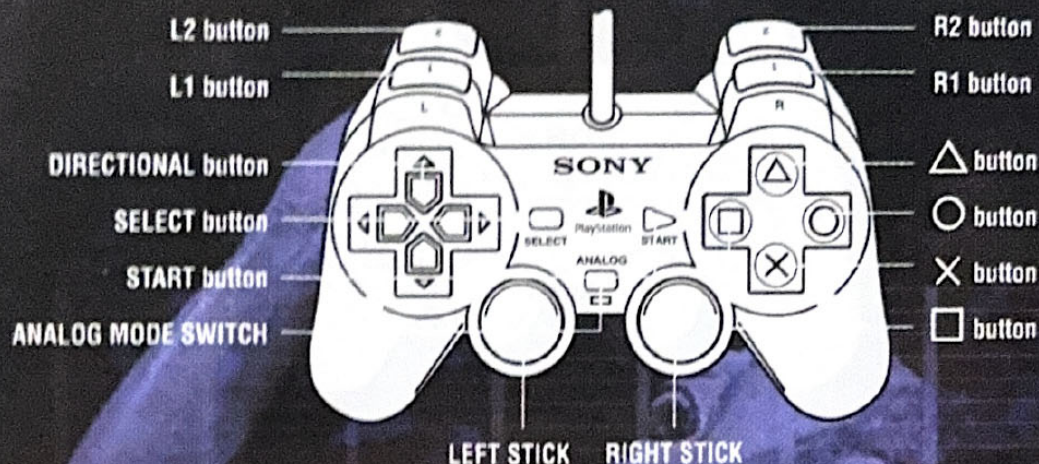
NOTE: You may have a controller that looks like this, if so please refer to the corresponding instructions outlined above.

MULTI TAP

Up to four human controlled Superstars can be in the ring at one time by using the Multi Tap. Make sure that the Multi Tap is connected to Controller port 1 of the PlayStation and player one's Controller is connected to Controller port 1-A of the Multi Tap before the power is turned on. You can use the Multi Tap in Tag Team, Handicap, Battle Royal, Royal Rumble®, Survival Match, and Special Referee matches.

Note: When using the Multi Tap, at least one controller must be connected to Controller port 1-A. *Wf SmackDown!™* is only compatible with the Official PlayStation Branded Multi Tap peripheral.

THE CONTROLS



ACTION	CONTROL
Pause Game	START
Move Superstar	Directional Button
Striking Attacks	×
Irish Whip to Ropes	○
Grapple Attacks	Directional Button + ○
Reverse/Counter	□
Run	△
Climb Turnbuckle	Directional Button + △
Climb out of Ring	Directional Button + R1
Slide into Ring	△
Tag Partner	Directional Button + R1
Pin Opponent	↓ + ○
Pick up a Weapon	R1
Change Focus to Different Opponent	R2

THE MOVES

As in the World Wrestling Federation®, the kind of move a Superstar performs depends on the situation he is currently in. The moves in *WF SmackDown!™* are specific to these various circumstances, giving an in-depth experience for the millions and millions of fans everywhere!

Each Superstar employs a large amount of unique moves, using similar button commands as the other Superstars. For example, ↑ + O might be a Body Slam for one Superstar and a DDT for another. This grappling system helps give you complete control, making it easy to pick up, yet hard to master.

Facing the Opponent

ACTION	CONTROL
Irish Whip to Ropes	O
Front Grapples	↑ + O
	→ + O
	↓ + O
	← + O
Striking Attacks	X
	↑ + X
	→ + X
	↓ + X
	← + X

THE MOVES

Facing a Groggy Opponent

ACTION	CONTROL
Stronger Grapples	↑ + O
	→ + O
	↓ + O
	← + O

Behind Opponent

ACTION	CONTROL
Irish Whip to Ropes	O
Rear Grapples	↑ + O
	→ + O
	↓ + O
	← + O

Rope Attacks

ACTION	CONTROL
Knock over/through Ropes	X
Dive through Ropes	Directional Button + X
Jump over Ropes	Directional Button + X

THE MOVES

Opponent on Mat

ACTION	CONTROL
Raise Opponent - Front	O
Raise Opponent - Behind	O + O
Pin Opponent	↓ + O
Ground Striking Attacks	X
	↑ + X
	→ + X
	↓ + X
	← + X
Upper Body	
Ground Moves	↑ + O
	→ + O
	← + O
Lower Body	
Ground Moves	↑ + O
	→ + O
	← + O

Top Rope Attacks

ACTION	CONTROL
Opponent Standing	
Aerial Attacks	X
	← or → + X
	↑ or ↓ + X
Opponent on Mat	
Aerial Attacks	X
	← or → + X
	↑ or ↓ + X

THE MOVES

Turnbuckle Moves

ACTION	CONTROL
Facing Opponent	
Irish Whip to Ropes	○
Turnbuckle Moves	← or → + ○
	↑ or ↓ + ○
Behind Opponent	
Irish Whip to Ropes	○
Turnbuckle Moves	← or → + ○
	↑ or ↓ + ○
Opponent Sitting in Lower Turnbuckle	
Turnbuckle Moves	○
	← or → + ○
	↑ or ↓ + ○
Running Attack	X or ○

Running Attacks

ACTION	CONTROL
Facing Opponent	
Running Moves	○
	← or → + ○
	↑ or ↓ + ○
Running Attacks	X
	← or → + X
	↑ or ↓ + X
Behind Opponent	
Running Moves	○
	← or → + ○
	↑ or ↓ + ○

THE MOVES

Running Counter Attacks—Opponent Running

ACTION	CONTROL
Counter Attacks	○
	← or → + ○
	↑ or ↓ + ○

Finishing Moves—Full SmackDown!™ Meter

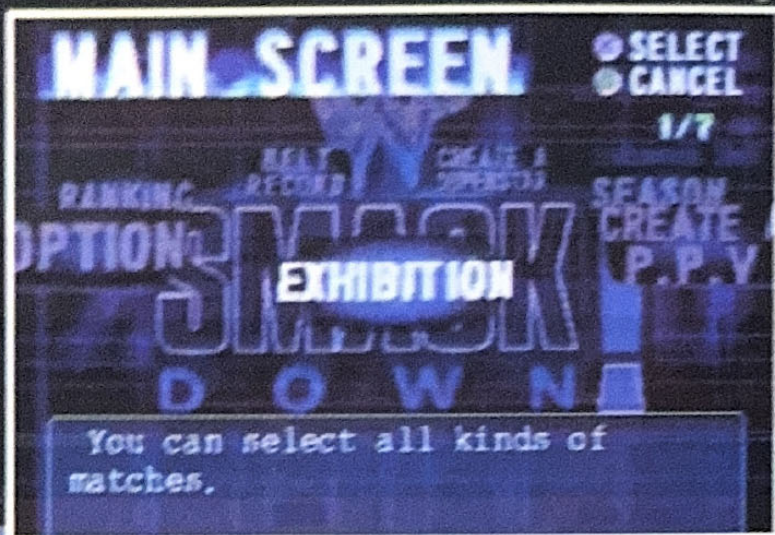
ACTION	CONTROL
Facing Groggy Opponent	L1
Behind Groggy Opponent	L1
Opponent in Turnbuckle	L1
Opponent on Mat	L1
On Top Rope	L1

Special Referee Moves

ACTION	CONTROL
Count Out	L2 (press for every count)
Referee Taunts	Directional Button + L2

Note: Some finishing moves require your opponent to be standing or laying on the mat. For others, he needs to be in the turnbuckle, or you need to climb the top rope. When the *SmackDown!*™ meter appears, press the L1 Button to execute your Superstar's Finisher.

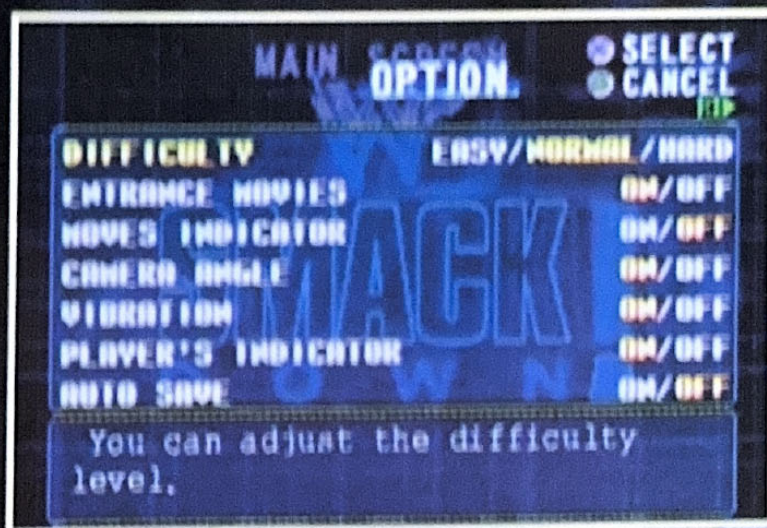
MAIN MENU



You can completely customize your game, including creating your own Superstars, from the Main Menu. Use the Directional Buttons to highlight an option, then press the X Button to confirm.

- **Exhibition** - Play any style match with up to three opponents in the ring at a time! See page 20 for more information.
- **Option** - Customize the options of *WWF SmackDown!*™ See the next section for more information.
- **Ranking** - View the current rankings from the Season Mode.
- **Belt Record** - Find out who's wearing each belt in the Season Mode. Also, see how to qualify for a shot at each belt.
- **Create-a-Superstar** - Build a Superstar from top to bottom, changing everything from his appearance and abilities to his moves.
- **Season** - The main one-player game, take a Superstar through a career to become the ultimate World Wrestling Federation® Champion.
 - **Create A PPV** - Create your own Pay-Per-View event. See page 16 for more information.

OPTIONS MENU



Completely customize your in-ring experience in the Options Menu. Aside from being able to change the sounds and appearance of the game, you can also access different save/load features.

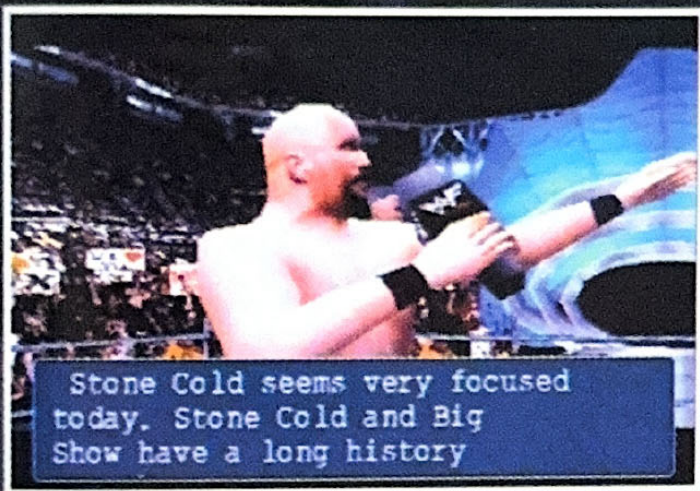
Use the Directional Buttons $\uparrow/\downarrow$ to highlight an option, then $\leftarrow/\rightarrow$ to change it. Press the R1 Button to view the next page of options, or the L1 Button to return to the previous page.

- **Difficulty** - Choose EASY when learning how to play, MEDIUM when you have a good grasp of *WWE SmackDown!™*, and HARD when you think you can handle it!
- **Entrance Movies** - Turn the movies ON or OFF.
- **Moves Indicator** - When ON, the name of the moves will be displayed at the bottom of the screen during gameplay.
- **Camera Angle** - The camera shots will change, simulating a live television experience, when ON is selected.

OPTIONS MENU

- **Vibration** - Toggle the vibration function ON or OFF on your Analog Controller (DUALSHOCK).
- **Player's Indicator** - Select ON to view different colored icons under each player's Superstar.
- **Auto Save** - Choose ON to be prompted to save your season mode matches to a MEMORY CARD.
- **Sound** - Select STEREO if your system includes more than two speakers. Choose MONO for a one-speaker system.
- **BGM** - Select the in-ring music track, or highlight RANDOM for alternating music selections.
- **Music Vol** - Change the volume of the music. Choose SILENT to have low music volume in the game, or MAX to pump out the tunes.
- **SE Vol** - Change the volume of the sound effects.
- **System Data Save** - Save your game to a Memory Card.
- **System Data Load** - Load saved information from a Memory Card, to continue where you left off.
- **Create Superstar Copy** - Move a created Superstar from one memory card to another.

SEASON MODE



Do you have what it takes to take on the most gifted Superstars in sports-entertainment? From the People's Eyebrow to the Stunner, each Superstar will use every move at their disposal to stop your roody-poo, candy-@S# from getting ahead. So put on those elbow pads Jabroni, select **SEASON** or **PRE-SEASON**, and prepare to Layeth the *SmackDown!*TM

Season

Select either **NEW GAME** to begin at the start of the season, or **CONTINUE** to go back to a previously saved game. You can only use your created Superstars in the Season Mode after they've proven themselves in the Pre-Season Mode.

New Game

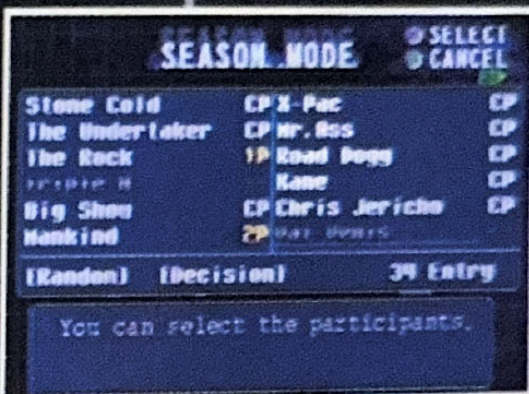
First determine which Superstar you will control. Four players can play through the same season together.

- Press L1 or R1 to cycle through the list of talent. Your created characters will appear at the end of the list.
- Use the Directional Buttons to highlight the character you want to control. Select CP and press the X Button.
- Now choose 1P, 2P, 3P, or 4P for a human controlled Superstar, or choose CP to give control to the computer.
- You can exclude up to four Superstars from competing in the Season mode. Highlight the Superstar to remove and press the X Button.
- Select **RANDOM** for *Wf SmackDown!*TM to decide which Superstars will not participate in your season.

SEASON MODE

Next, select DECISION and press the X Button. Now you can view the current  Superstar rankings, check out the current title holders, or begin a match.

- **Match** - Begin the next match in your quest for the title.
- **Title Holder List** - See who needs to be defeated for each belt.
- **Ranking List** - Find out who the number-one contender is for the World Wrestling Federation® Title. Select a Superstar and press the X Button to view individual season statistics.
- **Exit** - Return to the Season Mode screen.



Multi-Player Season

By adding two or more created Superstars to a new season, you can create your own groups of allies. After selecting DECISION from the Season Mode screen, you will continue to the Group Menu.

- **Solo** - Each created Superstar will begin the season on their own.
- **A Group of Two People** - Two created Superstars will be allied with each other. Any other created characters will begin on their own.
- **A Group of Three People** - Three created Superstars will join as a group. If a fourth created character is involved, he will begin the season alone.
- **A Group of Four People** - All four created Superstars will begin as a solid unit, to romp through the Season Mode together.
- **Two Groups of Two People** - The four created Superstars can split off and go through the Season Mode in pairs.

Note: You will have to battle your allies in certain matches, like the Royal Rumble® where it's every man for himself.

SEASON MODE

Continue

Return to a previously saved Season. By selecting continue, your saved season will automatically load for you to resume where you left off.

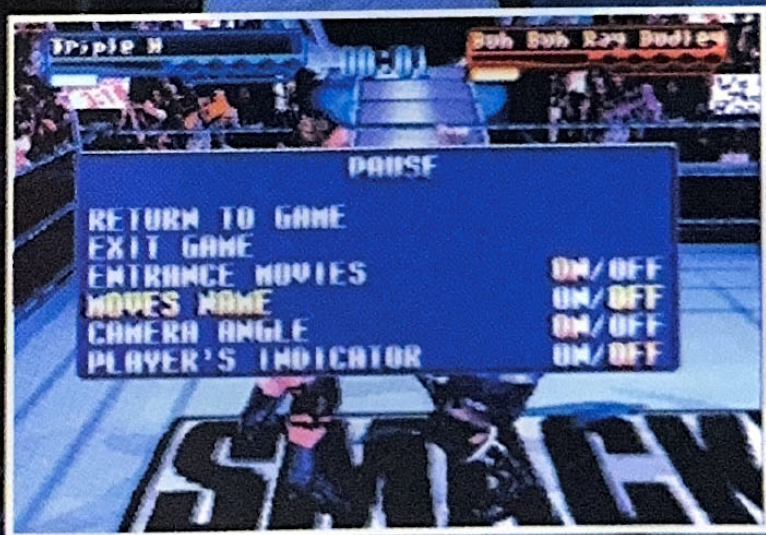
Pre-Season

In the Pre-Season mode, you can take your created Superstar through a full year of matches in the World Wrestling Federation®. Being victorious here has it's advantages – you will be awarded points to add to your Superstar's abilities. Having more abilities will unlock more moves to use in the ring. Try to win as many matches as you can – you can only enter this mode once per Created Superstar.

PAUSE MENU

While laying the SmackDown!™, press START at any time to Pause the action. While paused, you can access the following options.

- **Return to Game** – Press the X Button and get back to the action!
- **Exit Game** – End the current match and return to the Main Menu.
- **Entrance Movies** – Choose between ON or OFF.
- **Moves Name** – Toggle the display ON or OFF.
- **Camera Angle** – Select ON to view the television style camera angles.
- **Player's Indicator** – Select ON to view different colored icons beneath each Superstar. The icon will have a different colored arrow pointing towards the opponent you are focused on.



CREATE A PPV

Create the ultimate Pay-Per-View event, building each card before playing through all six matches.

Audience Ranking

The crowd ultimately decides who the most popular Superstar in the ring is, and the fate of those less fortunate. Check out which matches have tallied the loudest crowds in the Pay-Per-View events, and which matches have been the loudest, overall. Use the Directional Buttons to highlight an option, then press the X Button to confirm.

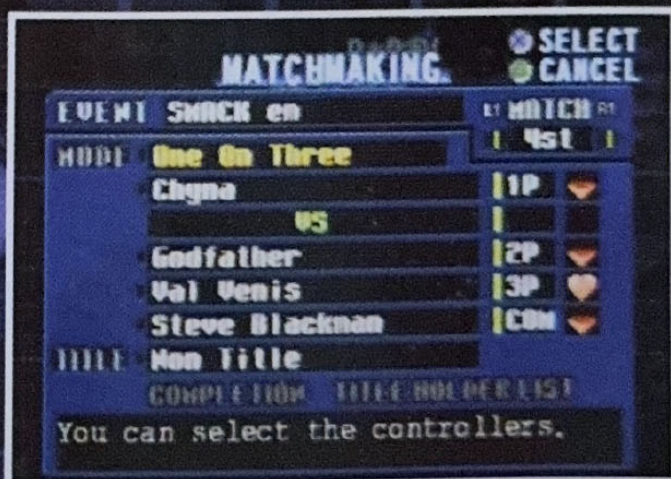
Create A PPV

Build each card of the Pay-Per-View event by selecting CREATE A P.P.V. from the Pay-Per-View menu.

THE CARD

The Card is made up of a group of matches for a single event and shows the style of match, the combatants, and which title (if any) is on the line. SmackDown!™ gives you complete control to customize each match on a Pay-Per-View card.

- **Toggle Matches** – Press L1 or R1 to select a different match in your event.
- **Mode** – Press the X Button to change the type of match.
- **Select Superstar** – Highlight a Superstar to change and press the X Button to select a replacement.
- **Player Control** – From the Select Superstar area, press RIGHT on the Directional Buttons to highlight the Player/CPU controlled characters. Press the X Button to change control from Player to CPU.



THE CARD

- **Title** - Select a belt to put on the line for the title shot.
- **Completion** - Press the X Button and choose either MATCH or SKIP. By selecting SKIP, the match will be simulated, with the outcome of the match shown on the screen. Select MATCH to begin the Pay-Per-View event.
- **Title Holder List** - View the current champions for each title.

CREATE-A-SUPERSTAR

Biographies - View the status of your created Superstars.

Delete - Remove any created character from your MEMORY CARD.

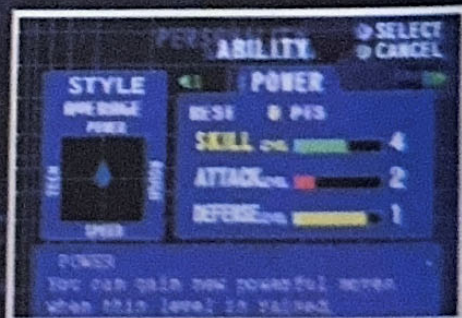
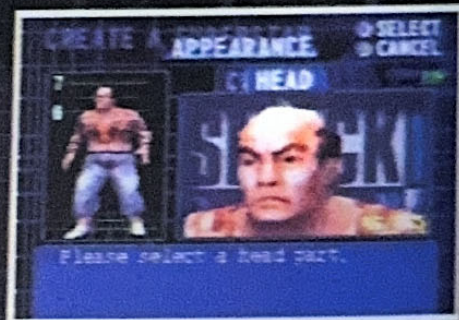
Create-a-Superstar - Use every feature to your advantage to build a talented, up-and-coming Superstar.

- **Completion** - By selecting SAVE your character's appearance will be saved to a MEMORY CARD and you will return to the previous menu. Selecting EXIT will return to the previous menu without saving.
- **Profile** - Begin the process by giving your new Superstar some character. Assign such attributes as his or her Name, Sex, Age, and Entrance Movie.
 - **Name** - Every good athlete needs a name. Select SP for a space, BS for a back space, or END when finished.
 - **Nickname** - You won't go far without a good Nickname. Use L1 and R1 to use other letters and characters.

CREATE A WRESTLER PROFILE		SELECT	CANCEL
NAME	Do Nam		
NICKNAME	Loki		
AGE	20		
SEX	Male		
NATIVE PLACE	Los Angeles		
FAVORITE STAR	Mankind		
ENTRANCE MOVIE	The Rock		
COMPLETION			
You can save this data and exit.			

CREATE-A-SUPERSTAR

- **Age** – Determine how old your future Superstar is. Press the X Button to highlight, then press ↑/↓ to change the age. Press X again when finished.
- **Gender** – Decide whether your character is Male or Female.
- **Hometown** – Give the created Superstar a hometown. Everyone comes from some where, even if it is the Boiler Room!
- **Favorite Star** – Choose which Superstar your character will align with.
- **Entrance Movie** – Select a TitanTron™ video for your ring entrance.
- **Completion** – Exit to the main Create-a-Superstar menu.
- **Appearance** – A character's appearance can be fun and amusing, or can instantly create fear in any opponent's heart. Try to use the Appearance Edit to your advantage.
 - **Head** – Choose between different faces or masks for your character's look.
 - **Upper** – A large amount of options, including female torsos, gives you complete control.
 - **Lower** – Determine which pants, trunks, or skirts look good on the character.
 - **Figure** – Using the sliding scales, Press ← or → to easily change your character's Height and Weight. Also, choose from the four different skin colors.
 - **Completion** – Exit to the main Create-a-Superstar menu.
- **Personality** – Determine all of the character traits that define who a person is while in the ring.
 - **Previous** – Return to the previous Create-a-Superstar menu.



CREATE - A - SUPERSTAR

- **Fighting Style** - Choose a style that fits your created character's personality. You can either be Average, Powerful, Speedy, Technical, or a Rough Neck.
- **Ability** - Tweak your Superstar for maximum damage in the ABILITY section. This will also determine what kind of moves your Superstar will be able to use.
- **Character** - Choose a character trait that will help define your role as a Superstar.
- **Logic** - Choose two attack styles that give your created Superstar an edge in six different categories.
- **Moves** - Assign every move that you will be able to perform in and out of the ring. The kinds of moves you will be able to choose from are determined in the ABILITY section. If you have not given your up-and-coming Superstar any Ability Traits, there will not be any moves to choose from.
 - First select a category of moves by pressing either R1 or L1.
 - Next, select a move to change. Use the Directional Buttons to highlight a move and press the X Button to select it.
 - You will be given a list of possible moves to choose from. Use the L1 and R1 Buttons to choose between the Abilities SPEEDY, TECHNICAL, ROUGH-NECK, and POWERFUL. Moves will only be available in the Abilities your Superstar contains.
 - Finally, use the Directional Buttons to highlight a move and press the X Button to select it.

EXHIBITION

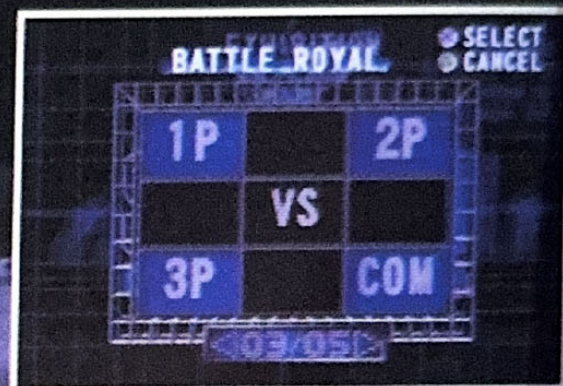
The quickest way to jump into the ring, EXHIBITION allows you to play any kind of match you want with any of the selectable Superstars, or your own created grappler.

Playing a Game

When starting a match, you will be given a lot of options to fully customize your game before heading to the ring.

- After choosing a game mode, use the Directional Buttons $\leftarrow / \rightarrow$ to decide which characters will be human controlled (1P and 2P), or controlled by the computer (COM). Press the X Button to confirm.
- Now choose your Superstar to control. Press $\uparrow / \downarrow$ on the Directional Buttons to highlight the Talent you want to use, then press the X Button to confirm.
- You can adjust the strength of your Superstar at the START of the match, or his MAX strength overall. Highlight a meter, then press $\leftarrow / \rightarrow$ to adjust the strength accordingly.
- Press the X Button when complete, then repeat the process for the computer-controlled opponents.

Note: You can only fight backstage in an ANYWHERE FALLS match or a HARDCORE match. To go backstage and into each room, you must send your opponent there with an Irish Whip.

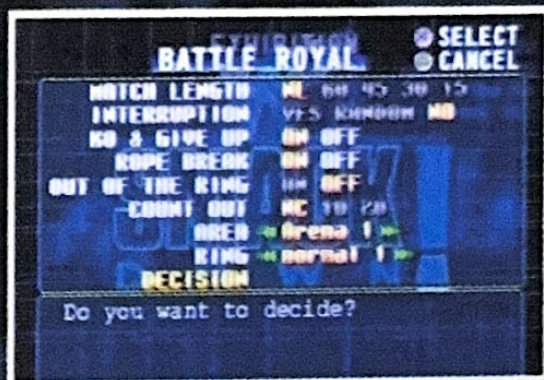


EXHIBITION

Pre-Game Menu

Once all of the opponents have been chosen, you will be able to change the following options:

- **Match Length** – Choose a time limit from No Limit (NL) to a 60-minute match.
- **Interruption** – Decide if interference will be allowed in the match. Select RANDOM to let the CPU decide for you.
- **KO & Give Up** – Select ON to be able to win by KO or submission.
- **Rope Break** – Turn ON to escape submission holds by reaching the ropes.
- **Out of the Ring** – When OFF, you will not be allowed outside the ring.
- **Count Out** – Choose between a 10 or 20 count, or NC for No Count.
- **Area** – Use the Directional Buttons $\leftarrow / \rightarrow$ to select an arena. Choose between the SmackDown!™ set, a TitanTron™ style arena, or a house show.
- **Ring** – Now select the mat that will be used inside the arena.
- **Decision** – When you are done customizing the game, select DECISION, press the X Button, and head to the squared circle.



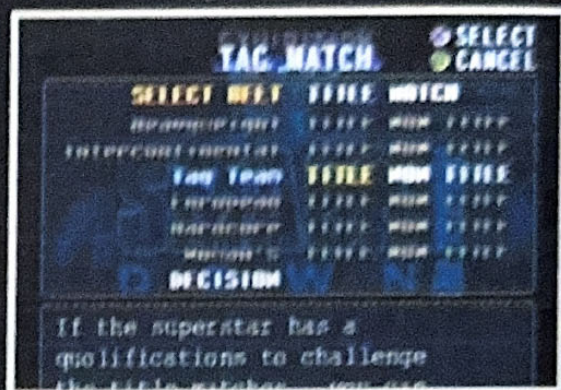
EXHIBITION

Select Belt

Some game modes allow you to put a belt on the line. Use the Directional Buttons $\uparrow/\downarrow$ to highlight a title, then press $\leftarrow/\rightarrow$ to determine if the belt will be up for grabs. By selecting TITLE, the winner will take the title. By choosing NON TITLE, the outcome will have no effect on the title holders.

The Power Meter

While playing *W. SmackDown!*TM, the red line in your Power Meter will increase. When full, a Green Light will appear and the meter will clear. Each Green Light indicates that your Superstar can perform his finishing move one time. The yellow bar beneath each Power Meter lets you know which Superstars are currently involved in the match. If the bar is not yellow, then the Superstar is not eligible to win the match (for example a Tag Team partner, Manager, or Run In character).



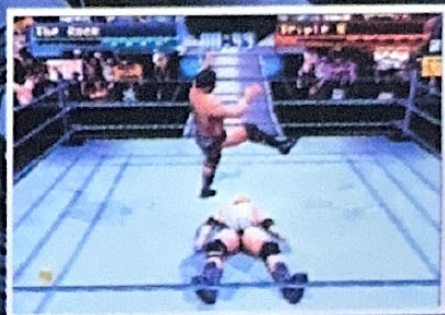
GAME MODES

Single Match

Go head to head against a CPU opponent or a friend in a Single Match. Select **NO MANAGER** to brawl without the aid of a valet, or **WITH MANAGER** to have an ally enter the ring with you.

Tag Match

Whether by yourself or with up to three friends, you can pit four opponents against each other in a No-Holds Barred Tag Team Match.



Handicap

Think you can take on more than one opponent at a time? Select **HANDICAP** to find out! Or, if you need a little help taking on the opposition, wrestle with one or two partners against a top-ranked opponent.

- **One on Two** – Just you against two not-so-friendly opponents.
- **One on Three** – An all-out bash as three Superstars try to take you to the mat!



Battle Royal

Participate in an all-out brawl against three other opponents, all trying to be the last man standing. Eliminate all the other opponents to win!

Royal Rumble®

One of the greatest spectacles ever created, the Royal Rumble® consists of up to 32 Superstars competing for the right to be called the best in sports-entertainment. The event begins with four in the ring. As an opponent is eliminated, a new Superstar enters the fray! The only way to be eliminated is to be thrown over the top rope!

GAME MODES

After selecting the first four Superstars, you will be able to decide who the other 28 opponents will be.

- Highlight a Superstar and press the X Button to add him to the Royal Rumble®.
- Select ALL at the bottom of the screen to include all of the Superstars.
- Select RANDOM to let the computer decide who will participate.
- Choose DECISION when all of the combatants have been chosen.

Note: When you have been defeated and a new Superstar enters the ring, press SELECT to play as the new character.

King of the Ring®

Make your way through a bracket-style tournament to become the King of the Ring®! When you begin, all eight opponents are listed and will be controlled by the computer.

- Highlight a Superstar and press the X Button to change him.
- Use the Directional Buttons ↑/↓ to find a new Superstar, then press the X Button to put him into the King of the Ring bracket.
- When the lineup is complete, highlight COM next to the Superstar you would like to control. Press the X Button, then choose between 1P, 2P, 3P, 4P or COM to determine who will control the Superstar.
- Highlight COMPLETION at the bottom of the screen to begin the tournament. You can watch any of the computer-controlled matches by selecting MATCH, or you can choose to bypass a match by selecting SKIP.

Hardcore Match

Think you can handle the punishment? Each Hardcore Match is a free-for-all with no rules and plenty of weapons. You can even take the fight backstage by throwing your opponent up the ramp! Begin the fight backstage by choosing a new area on the Pre-Game Menu!



GAME MODES

Anywhere Fall

Similar to the Hardcore Match, Anywhere Fall allows you to fight backstage by sending your opponent up the ramp. Perform a finishing move on the concrete for a KO, or try to pin your opponent after throwing a trash can at him!

Cage Match

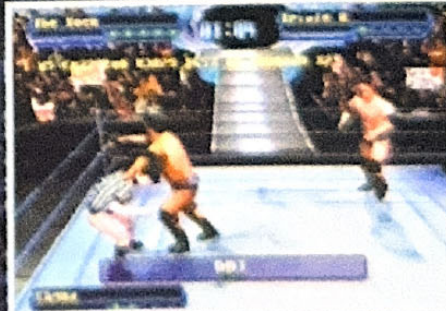
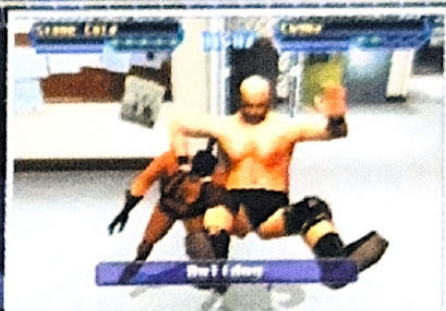
There's no escape from punishment in the Cage! The only way to win is to survive. The only way to survive is to climb out of the ring. If your opponent is climbing over the top, shake the cage and send him falling back to the mat! Make sure he's too tired to fight back, then start climbing for the top yourself.

Survival Match

Anything goes in a Survival Match! A combination of the Handicap and Hardcore matches, the Survival Match puts up to 4 opponents in the ring in a no-rules fight to the finish.

Special Referee

The most unique game mode to make its way to the PlayStation. Special Referee allows you to assign a Superstar as a referee in your match. What makes it interesting is that the Referee will count fast or slow depending on who he likes or dislikes in the match. If you don't like the way the Ref is calling your match, bodyslam him to the mat! Up to three people can play in this mode, with the third person controlling the Ref. You will need a Multi Tap to control the Special Referee when three people are playing.



GAME MODES

I Quit

Try your luck in a contest of skill where the only way to win is to make your opponent give up! Take the fight up the ramp, or anywhere else, and pummel your opponent until you are able to put the finishing submission move on him. To do this, knock your opponent to the mat, grab the microphone and press the Directional Button ↓ and the ○ Button.

SAVING AND LOADING

Before turning on *WF SmackDown!*TM, make sure a MEMORY CARD is plugged into MEMORY CARD slot 1. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

Loading

- Select OPTION from the Main Menu.
- Select SYSTEM DATA LOAD and press the X Button to load all of your previously saved information from a MEMORY CARD.

Saving

You can save your game at any time.

- Select OPTION from the Main Menu.
- Select SYSTEM DATA SAVE to save any updated information to your MEMORY CARD.

With AUTO SAVE turned ON in the Options Menu, you will be automatically prompted to save your season to your MEMORY CARD.

While creating a Superstar, you will be able to save after making any changes. Be sure to select SAVE & EXIT in order to save the changes to the MEMORY CARD.

Thank You

The creators of *WF SmackDown!*TM would like to extend a special thanks to The Arrowhead Pond of Anaheim.



twist
Twist his Neck.

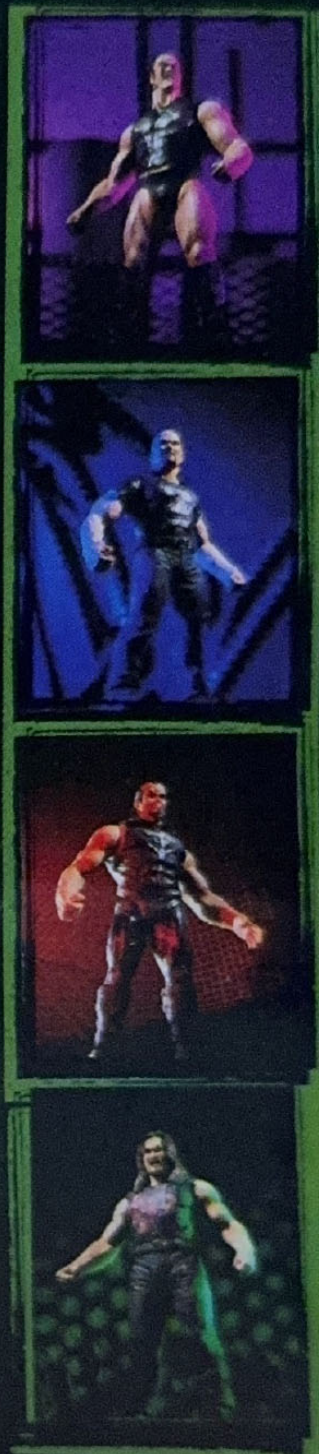
Crush his Leg.
crush

bend
Bend his Arm.

He'll yell back.

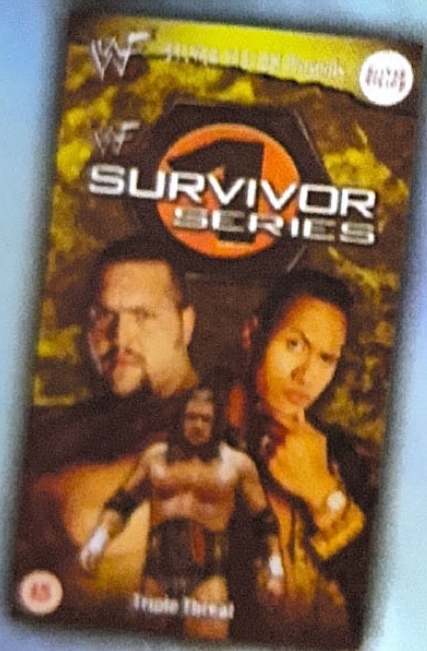
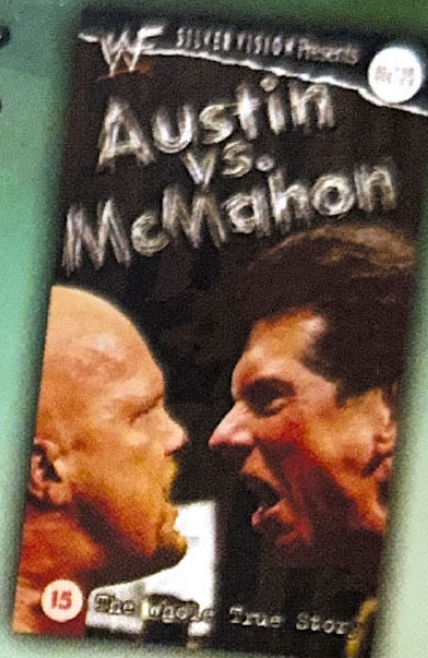
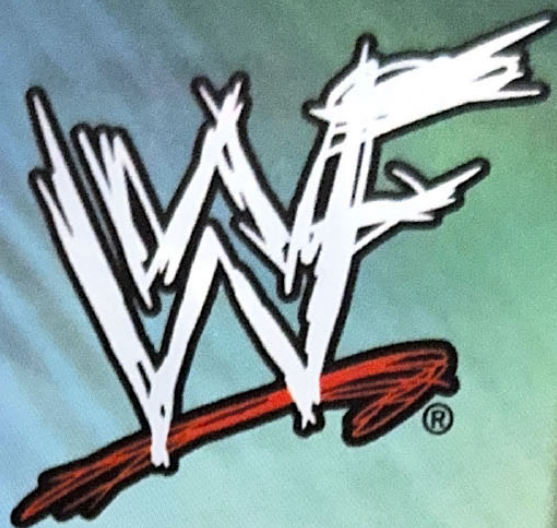
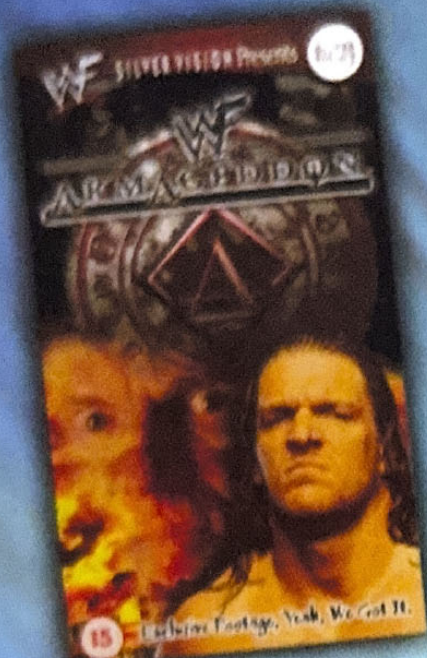
BackTalkin' CRUSHERS

Superstar's actual voices. 30 punishing phrases.
7" of pure attitude.

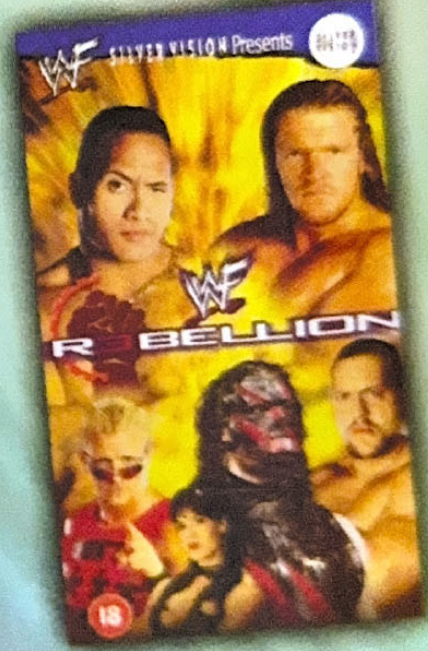


World Wrestling Federation

© 2000 World Wrestling Federation Entertainment, Inc. All rights reserved. © 2000 Jakks Pacific, Inc.



Available
from all
good video
stores



For further information send large stamp addressed envelope to:
Silver Vision, Department V, P.O. BOX 148, Enfield, Middlesex, EN3 4NR
OR telephone 020 8292 4875



"BUY IT" FROM EVENT

The latest EVENT catalogue is out NOW.
NEW T. shirts, Hockey shirts, Football shirts,
Bag, Dog tags also The Rock Elbow Pads.
ONLY available from EVENT.

Phone, Fax or Write NOW!



Event!

EVENT MERCHANDISING LTD.
UNIT 11, THE EDGE, HUMBER ROAD., LONDON NW2 6EW,
TELEPHONE: 0181 208 1177, FAX: 0181 208 4477

THQ LIMITED WARRANTY

THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold "as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability. Please mail to THQ International, Dukes Court, Duke Street, Woking, Surrey, GU21 5BH.

Please allow 28 days from dispatch for return of your Game Disc.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the THQ International product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE THQ INTERNATIONAL. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL THQ INTERNATIONAL BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS THQ INTERNATIONAL PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broad-casting and public performances are prohibited without express written permission of THQ International.

THQ **Helpline**

09067 53 50 55

FOR GAME TIPS ON OUR PRODUCTS

*PLEASE NOTE CALL CHARGES DETAILED BELOW

THQ International Ltd, Dukes Court, Duke Street, Woking, Surrey GU21 5BH UK. *Calls cost 75p per minute at all times.

(Callers must have parental permission or the permission of the bill payer before dialing)

Customer Service Numbers

• **Australia** 1902 262 662

Calls charged at \$1.50 per minute.

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Österreich** 0900 970 111

Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Belgique/België/Belgien** 011 516 406

Veillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Danmark** +45 33 26 68 20

Åben Man-Tors 16.00-19.00

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• **Suomi** 0600 411911

"4,70 fim/min + ppm avoinna ark 17-21"

Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten

• **France** 0803 843 843

Veillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Deutschland** 01805 / 766 977

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Greece** (00 301) 6777701

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation

• **Ireland** (01) 4054022

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Italia** 167 520 523

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• **Nederland** 0495 574 817

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• **New Zealand** (09) 415 2447

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Norge** 2336 6600

• **Portugal** (01) 318 7450

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• **España** 902 102 102

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** 587 610 00

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStation programvara.

• **Schweiz/Suisse** 0900 55 20 55

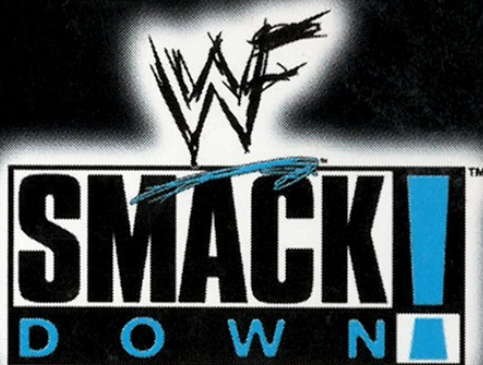
Ein Anruf kostet Fr. 1.-/min.

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen

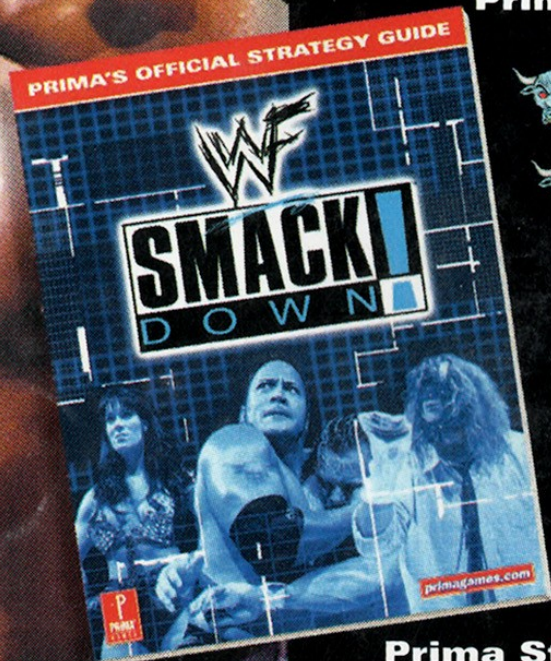
• **UK** 0990 99 88 77

Please call these Customer Service Numbers only for PlayStation Hardware Support

**You've got
the game.
Now get
the guide.**



Prima's Official Strategy Guide



Detailed moves lists



**Bios, stats, and cool
facts for every Superstar**



**Tips on creating
your own Superstar**



**Exhibition,
Matchmaker, and
Season modes covered**

**Prima Strategy Guides available
where you buy guides and games**

©2000 World Wrestling Federation Entertainment, Inc. All Rights Reserved. World Wrestling Federation, it's logo, and all other distinctive titles and names used herein are trademarks of World Wrestling Federation Entertainment, Inc. THQ is a trademark of THQ Inc. ©2000 THQ/JAKKS Pacific LLC.



www.primagames.com

SLES-02619

 "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

4005209032193